

WANTED ALIVE OR DEAD

REWARD OFFERED

£10 Software value

We are on the lookout for Solutions, Hints, Maps and Pokes for our handbooks. Senders could find themselves entitled to free software of their own choice, with the option of even greater reward for regular contributors.

Please follow these simple rules:

1. Write neatly or if possible type your contribution. It helps if you state which machine they were produced for.
2. Maps should be easy to read although the size now matters little as we have to re-draw them for the Handbook.
3. If you need your work back then please send a stamped addressed envelope.

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C16 / PLUS 4

HANDBOOK



ISSUE 9

PRICE £1

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Game Playing Help.

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This months reviews include

Baby Berks : Megabolts : Pheenix : Battle Star : King size Zip : Panic Penguin : Dizasterblaster : Voidrunner / Hellgate Konamis coin op : Four great games.

Articles

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A look in the Video World according to A. Harrison.*

Maps this issue.

Video Meanies : One man and his droid : Spikey Harold : Monty on the run : Molecule man.

Editorial

Welcome to issue No. 9 of the C16 plus 4 handbook. This issue we have tried to add a bit more variety to our mag with the introduction of two new columns that we hope will become a regular feature in the book. Andrew Harrison takes a look at two new video releases, one, Aliens is also a computer game in its own right. The Phoenix pitches in with his own column with help and guidance to would be adventure's.

Mastertronic have been confirmed as the Top Budget Software House, and this comes at a time when Gallup are predicting an even larger slice of the software market for Budget titles by the end of the year. This hasn't worried some of the top software houses, Gremlin and Activision among them, from continuing to license top names for game release during Autumn and Winter.

Another major news item this month has been the release of the latest ABC computer magazine circulation figures that revealed some interesting data. All effected magazines have been quick to defend their own publications and attack others, and we'll all be glad when the bragging and whinging dies down. We will be very cool, calm, and collected, when our mags go to No. 1, and we will promise not to slag anyone off, we'll try not to anyway!

OK thats enough of this, enjoy the issue.

Micro Live is Dead!

The BBC have finally confirmed that it is to axe the T.V. show Micro Live. This was the last of the BBC computer shows, and at one time there were three on our screens. The last show was out in early April.

Mirrorsoft Takeover

P.S.S. one of the leading war/strategy game producers have been taken over by Mirrorsoft for an undisclosed sum. Mirrorsoft have acquired an 80% holding in the firm where the move will lead to no changes whatsoever according to Mirrorsoft.

Wonder of Woolies

Woolworths the UK's largest Retail outlet is to re-stock full price home computer games. The decision follows the success of sales of budget priced games. 196 branches of Woolworth currently take the budget range and it is believed that the moves for full price software follows a very good Autumn and Christmas for software sales. Woolworths will initially stock the top 30 titles plus bubblers in 70 of its branches.

Amtix Goes Bump

The latest magazine casualty is Amtix which has been sold off by Newsfield publishers of Crash and ZZapp to Database Publications for an amount of about £10,000. Apparently the magazine had a circulation of less than 20,000 monthly which is peanuts really for a glossy magazine. Database will now merge the magazine with their current Computing with the Amstrad magazine. Newsfield do not let such set backs worry them as they plan to release at least one new computer magazine this year. Elsewhere in magazine world Sunshine Publications producer of Popular Computing Weekly have launched ST Update. It costs £1.50 and is a pilot edition for Atari ST owners. It is estimated that there are currently 40-50,000 ST owners in the UK and if they give the organ their support Sunshine will make it a regular publication.

Atari back P.B.M.

Jade Games a PBM organisation that we will take a look at next issue have been given a boost by Atari. Atari have donated development machines to Jade to aid the creation of multiplayer software. In return Jade will help promote Atari machines through their PBM meetings etc.

ATARI ST V COMMODORE AMIGA

The battle lines are drawn in 1987 between Commodore and Atari. Atari have fired the first volley, with their ST release which is already drawing a good deal of game software. Commodore's Amiga 500 due for release in the summer and labelled as the ultimate leisure machine, already has the backing of the top software house US Gold, who have promised releases to coincide with it. 1987 should be an interesting year in the high price computer games market.

GALLUP COUP

The arguments between Mastertronic and Gallup appear to be reaching an end. As well as the W. H. Smith chain which is now in the Gallup fold, Woolworths have now also agreed to take part in the Gallup chart, although one major chain store, Boots, appears to be no nearer agreeing to be included.

US GOLD £9 MILLION TURNOVER

An error last month in our reported US Gold turnover and profit. In fact US Golds 1986 turnover was £9 Million. The figures we quoted last month were in fact those for 1985.

SOFTWARE NEWS

Activision have been very busy in licensing some big names in software. In December they will release Fire Trap on major formats through their Electric Dreams label. Also through Electric Dreams will appear Star Raider II. UFO Robo Danger from Nichibutsu is their first scheduled release and the popular coin op game Rampage is being converted for a Christmas 87 release.

Remember a software house called Ultimate? Well after a year without a release, US gold, their owners, have announced two new Ultimate titles- Martianoids and Bubbler for release by June of this year, with two further titles targeted for a Christmas release.

Gremlin have now joined the licencing craze with a tie up of Death Wish 3 and Walt Disney's Basil the Great Mouse Detective due for release on major formats at Christmas.

WARNING

Alternative Software specialise in re-releasing old titles at £1.99 prices. In most cases they will republish under the original titles, but they are now beginning to release games with a different title. So be warned, if you see a title that you do not recognise. Recent examples of this are Cricket International, previously titled Tim loves Cricket and Olympic Spectacular once called

Micro Olympics, although the latter has been improved with more events. But don't say we didn't warn you!

BUDGET BOOM

We are aware that Budget apparently accounts for 40% of the Software Market, with Gallup forecasting that it will rise to 60% this year. Gallup though have recently released a chart of the top budget names, and how much of this 40% market they have. Mastertronic are way out in front with 45.1%, second is Firebird with 16.8%, closely followed in third place by Code Masters with 15.3%. The remaining Budget houses account for only 3% or less each.

Complaints

The Advertising Standards Authority has named the computer industry as the third largest cause of advertising complaints in the U.K. Computers are third only to Holidays and Cars for causing dissatisfaction. Some big companies are being named for special areas of complaint, including Amstrad, Opus, and British Telecom. The A. S. A. are particularly worried about Sir Clive Sinclairs new computer the Z88, as they are all too aware of the problems that have been linked with Sir Clive's products in the past.



Title : BABY BERKS
Publisher : The Power House
Address : 9, Kings Yard, Carpenters Road, London E15 2HD.
R.R.P. £1.99
Game Type : Arcade

Another Berk product rolls from the production line and if you are into Berks, and why not The £1.99 asking price will not break the bank. Jon Williams who's featured works include such games as Jet Boot Jack and Frank Bruno's Boxing has his profile on the inlay. That, although a good read, tells us precious little about the game so people new to Berks and there way of life can do little else but jump straight in feet first so to speak. To show there is no unfavourable beginning to this review, this I think is the fourth in line of the excellent Berk Saga The others being Berks 1, Major Blink and Berks 3

The game itself Explodes into life with you situated in the midst of a screen surrounded by Berks

(it reminds me of many a day at H&D). You have a weapon with you which amounts to nothing more than a Stun. When the action starts the

commands are acceptable and it was only my finger tip control that was the let down. Jon Williams appears to have again put in a lot of effort and the graphics are up to a reasonable standard and bearing this in mind I feel that

at £1.99 it at least deserves a look.

One thing that I should tell you about is the Tape. The heading on the inlay says Berks as the Title, the actual tape calls it Baby Berks so please don't think that you've been taken for ride these mistakes occur every so often.

GAME REVIEW SECTION

The Scoring System:

Between 90-100% H&D Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

Berks will close in on you and clever joystick action is required. There are some sixteen screens to battle your way through all of which require your 100% attention. The Berks increase their numbers at a reasonable rate. Eggs are deposited around the screen from which Baby Berks emerge. If you can get to them you are supposed to clobber the Berks as they crack open the shells. This is the only time that you can actually kill them, as fully grown Berks can only be stunned.

I would also suggest that thought be given to the acquisition of a joystick (unless of course you have already got one). I found out the hard way and was eaten by the Berks before I'd even cleared the first screen! The keyboard

Baby Berks The Scores

Graphics 69%
Playability 70%
Addictiveness 68%
Lastability 71%
Value for Money 73%
H&D Rating 68%

Title : MEGABOLTS
Publisher : Mastertronic
R.R.P. : £1.99
Game type : Arcade

Mastertronics production of the 'Pac-Man' screen look-a-like Megabolts is best described as 'different'. The screen layout is tightly packed into an 8 by 8 square grid table and has a maze type look about it. The player you control is shaped as a German style cross from the World War era. If the

control of your player is / was anything like mine then you would be in some difficulty as I found the joystick actions to be jerky and hap-hazard to say the least. The speed you could move from screen to screen was one of the good points to note.

There are some 64 screens in all and the main objective is to clear them all of the invading Megabolt force. There are two ways in which you can dispose of them, the inlay did not reveal any clues it merely stated that there were two and it's a matter of trial and error in determining what they are. I have used my trial and error tactics and after nine million attempts I discovered it. So good luck and good hunting.

You start the game by patrolling a screen in an orderly manner, your fuel supply starts to disappear and its needs replenishing. The orange objects on the pathways are there to be collected, the more you collect the more fuel you build up. Then come the fast moving yellow spinners keep an eye on them they are to be avoided where possible. Unfortunately if you do run out of fuel then you lose a life!

During the game Alert messages appear at the top of the screen. When read, these messages contain the information as to where the remaining Megabolts are to be found. Megabolts will not shoot to the No 1 position in the C16 charts but having said that the game will appeal to some. I'm not certain about

lastability but it may have some appeal if taken in small doses.

Megabolts the Scores

Graphics 59%
Playability 68%
Addictiveness 58%
Lastability 56%
Value for Money 67%
H & D Rating 60%

Title : PHEENIX
Publisher : Alternative Software
Address : Alternative Software Ltd., Units 3-6, Baileygate Industrial



Estate, Pontefract, West Yorkshire, WF8 2LN.
R.R.P. : £1.99
Game Type : Arcade

This game was given good write-ups by such magazines as Crash and Home Computing Weekly. That was back in the early days when it was selling at full price. The Plot is to gain entry to the evil birds mighty fortress in this 5 screen classic.

There are 5 skill levels and to try to make it through the game I'll start with what appears to be the easy level. The now 'old' Space Invaders really has a lot to answer for, this game I would imagine is one of the many spin off products. A simple

screen layout of Space, the enemy are situated around most of the screen in a triangle style formation and there are loads of them. Its just a matter of picking them off one by one without losing too many lives of your own. The characters are big enough to see so there is no problem with the graphics and you should at least clear the

first screen.

The next screen layout is a better one although

there is little change in your own quarters. The enemy move around with a greater speed but to compensate the gun you are using appears to shoot faster so one change really counteracts the other. I quite like that idea. Not wishing to sound boring there is not a lot of complete changes that can be made to screens such as these so the programmers (and all credit to them) have made if you like round circles as their next piece of enemy action. The inlay suggested that we had to find the Bird fortress, the round circles I'm sure you've guessed act as Egg shells from which the first form of these so called evil birds appear. The graphics here are at a premium as the eggs crack open and the birds fly at you from all directions. Plenty of movement and good firing skills are all that is required

As I have already mentioned there are 5 skill levels. The screens are the same but your movement, as is that of your enemy increases as the levels rise. Overall the game is a good quality graphical product with value for money and a long laster. The game is easy to get into therefore playability enters the fray with addictiveness just bringing up the rear. Not the best game I've reviewed this year but its certainly nowhere near the bottom of the pile. If you have £1.99 to spare and you like the good old fast action shoot em' up then you can't go wrong with this one.

Phenix The Scores

Graphics 74%
Playability 71%
Addictiveness 69%
Lastability 72%
Value For Money 73%
H & D Rating 70%

Title : BATTLESTAR
Publisher : Tynesoft
Address : Tynesoft Computer Software, Unit 3, Addison Industrial Estate, Blaydon, Tyne and wear, NE21 4TE.
R.R.P. : £7.95
Game Type : Arcade

Tynesoft could be on a winner with this one. Battle-Star is a zippy all action blast em' before they blast you type of game where wits, skill and snappy joystick actions are needed at a premium. The inlay suggests that this game is the 'Best Yet' for the C16 +4 and where as I won't blow the trumpet that loud I will pass the comment that if you can afford the starting price it is well worth a look.

The control of the craft with the joystick really caught my eye. Flipping first one way then the other held no bounds and this was essential when you were dodging in and out of would be buildings. There is a strong relationship with a certain Uridium game that was popular on other computer formats, but, and not wishing to sound unfair, Battlestar falls a little short of that category.

You begin on what appears to be the edge of the scrolling area. Your first move

must be to the right, but once you are in the excellently constructed scrolling area anything goes.

The objective in this one or two player game is to skim the Planet Nuljai and destroy the enemy constructed Water Pulse mines. The enemy known locally as Cyfrots are syphoning off the water from the planet in order to transport it to their people. To help your cause you are equipped with Laser guns and 5 defence shields. You can fire your Laser at random or if he's not there any time you like. The shields protect you but they are not indestructible. Constructed on the planet are certain buildings that you cannot clobber, these must be avoided. The F1 key, if depressed during the play will reveal a tune consistent with the game and can add to the atmosphere. You score points on a ratio basis, the further you travel around the planet then more points are collected. There are a few bonus points to be had but I'll leave them for you to find. There are 100 or more good quality screens to shoot you way through and the two player mode could make the game a long laster!

Battlestar The Scores

Graphics 79%
Playability 80%
Addictiveness 76%
Lastability 78%
Value For Money 69%
H & D Rating 70%

In order to bring this handbook into line with the others. We have to print two episodes of the 1338 Saga. For this we must apologise to our readers, for to have to read one Saga is bad enough but two!! Sorry for any Hardship this may have caused.

1338 - THE SAGA CONTINUES - Part 1.
Dateline: March 1987.

We continue our look at life at the top in the Home Computing Publishing Industry. Welcome back to our humble offices, where life has continued at its usual sedate pace. In this quite backwater

away from the bustling city, the tranquility is only disturbed by Mr. H's frantic pacing in the executive office. With the onset of the British Telecom dispute, even the telephone had been silent, allowing the staff to pause and reflect on the important things in life, like what's for tea, and what's happened to the Aids leaflet. All the handbooks had been prepared allowing everyone to relax, for ten minutes anyway before they have to start on the next lot. A new era was breaking, yet they could still remember the good old days. The new equipment was no longer strange and was gradually accepted as part of the furniture. And yet in these quite moments, the staff could almost imagine the familiar sound of Gobble shuffling through the office. Was it a trick of the wind, that brought a chill to the office that sent shivers down spines, or was it something more mysterious, either way Arthur C Clarke could not be contacted so the staff were glad when the day came for the memorial service. Besides being an excuse for a skive from the office, it was also a chance to meet many of our readers. Mr. D had placed a notice in the Times, so vast crowds were expected. All the office staff attended dressed quite rightly in black although the little leather number Liz had on looked a little out of place, and did she really have to stand her whip where everyone could see? Three 'o' clock came and still the staff were on their own. The

vicar was persuaded to delay, as there had obviously been some traffic jam that had delayed the readers. A little old lady entered and began to arrange the flowers, yet still the vast concourse had not arrived. The vicar could not delay longer and started the service, he recounted the fine achievements of Gobble in his short and tragic life, and most were in tears as they left the church. The staff returned to a small reception arranged by Mr. H but found it impossible to enjoy the Turkey salad sandwiches that were on offer.

The reason for the low turnout did not become apparent until some time later when Mr. D. when ringing the Times to ask why an invoice had not been sent was told that a Mr. H had cancelled the advert. Mr. D knew he had done this to hide his own despicable part in the murderous affair. To all our readers, who would undoubtedly have wanted to attend the service, we can only apologize. You will be happy to know that a special memorial tape is available about the life and times of Gobble from an egg up until being thrown in Mr. H's dustbin. It is available from H & D at £29.99 and a computer game is planned in the near future. H & D are currently in negotiation with a top Manchester Software House for the rights to this game.

Onto some happier news and the office was delighted to learn that our two computers have had an

addition to the network. The staff left the two machines adjacent and when they returned in the morning there were 3! Joe has been frantically protesting that this was impossible (and with him being a computer expert we must defer to his knowledge), but those of a more gullible nature still like to believe in true love.

The first batch of the new printed Handbooks arrived from the printers and Mr. D quickly extracted the one copy of Mr. H's and despatched it up to the executive office where Mr. H purred with delight for the next couple of days. This gave the rest of the staff time to despatch the remaining books and so hide the evidence of Mr. D's deceit. Whilst hiding the few remaining books, Mr. D discovered some of Liz's missing files which had been hidden behind our new cleaners mop bucket.

We almost forgot to tell you about our new cleaner, what a godsend, she arrived just in time as Mr. H's penny pinching had meant that the staff had to do there own tidying up and it had started to have an adverse effect on Joe who at times had refused to take his pinnie off. She offered her services to Mr. H at just 50p per hour. Mr. H jumped at the chance and then was very disappointed to discover that this was only to do the cleaning. Before he could sack her Mr. D had wrestled the pinnie off Joe and given it to her and she

had become part of the team. She is very diligent in her work. Mr. D once drove past the office at Midnight noticed the lights on and entered only to find her dusting the computers. In her spare time she is a very keen photographer, and often arrives when the rest of the staff are leaving, still carrying her camera. She has been a little shy of showing us the photographs, but they are supposed to be very good. If anyone out there wants any cleaning done we can highly recommend her and the firm she works for, Cr-app of Ludlow, Shropshire, they must be a big firm as they do sound familiar to us.

Anyway getting back to the missing files, Mr. D called in Liz and really tore into her. Liz pleaded with Mr. D and admitted to not knowing how the files got there but she was given a warning that if she mis-laid any more files she might be dismissed. Liz was obviously upset but skilfully managed to use her make up in such a way as to hide her tears from the staff. The staff are totally behind Liz, she may be incompetent but she is not dishonest and Mr. D does appear to have gone a little over the top.

Whilst the staff were still upset about Gobble Mr. H had took the opportunity to go walkabouts. He has been to all the art galleries around Manchester and has started to go farther afield in his quest for Art. He has become very arty in appearance, taking to wearing paint splattered

smocks which is strange as he does all his drawings on the computer! He has even changed his T.V. tastes changing from watching Hi-De-Hi to the South Bank Show. This leads us to another strange event that Mr. H appears to be involved. For some time now a small tatty looking man has been hanging around the office. We have tried to speak to him but each time he just disappear. Joe swears that he once saw the man in Mr. H's car waving a wad of notes and that money changed hands. When Mr. D questions Mr. H about the man he denies all knowledge. For some reason the man seems familiar but maybe it is just our fertile imaginations.

Carl upset about comments about his hand-bag has changed to wearing a leather shoulder bag. We hope he is not following Liz's example and getting a leather fetish, he is so young and vulnerable to ideas. Unfortunately one of our readers is not helping the situation when on February 14th the mailbag was swollen by a large envelope. The first ever addressed to young Carl. Robert whoever you are if you are not seeing one already please consult a doctor or at least Claire Rayner.

If you can't stand the suspense then turn quickly to page 34 or better still watch the telly.

Title : KING SIZE
Publisher : Robtec
Address : Robtec Ltd.,
Unit 4, Isleworth Business
Complex, St. Johns road,
Isleworth, Middlesex.
R.R.P. : £12.95
Game Type :
Miscellaneous Compilation

Robtek can usually be guaranteed to come up with something unusual, and in King Size they have not disappointed us. This time they have produced a compilation of 100 games on just two double sided tapes. Just to name all the games would take up the majority of this review. At a price of £12.95 not everyone will have the money readily available so the question is whether it is worth saving up in order to get the game. Let's be honest at a price of just 13 pence per game you are not going to get the very latest in computer software technology, but since even budget games these days cost a couple of quid the games would have to be absolutely dire if the King Size pack was not to represent good value for money.

The tapes are turbo loaded so you don't have to wait an age in order to try the game that you fancy and obviously with 50 games on each tape this is important. For those of you who already have a large collection of games then it is likely that you will be disappointed by the quality of each game and the very limited graphics, but with only a very small program

available for each game this should come as no surprise. Many of the individual games have very few graphics and are just quizzes, seemingly devised for the very young, but occasionally there are some reasonably good games which will keep you occupied for a short time. Obviously most of these games do not have the sophistication of differing levels and screens so even when you do find a game to your liking it is unlikely

small children just being introduced to the joys of game playing on the computer, then this game represents both very good value and a reasonably enjoyable way of reviewing the variety of game types available. Those of you who already have a large collection will be unlikely to be satisfied by the very basic programming despite the seemingly excellent value for money.

The scores are



that you will be able to continue playing it for hours. What it may well do for those not familiar with the variety of games available on the market is point them in the direction of buying a game that is more to their liking than just taking pot luck.

For those people who have just bought their computer and have no software, or for those with

therefore based on someone having a very limited collection of software, or with small children.

King Size The Scores

Graphics 45%
Playability 59%
Addictiveness 41%
Lastability 56%
Value for Money 85%
H & D Rating 67%

Title : ZIP
Publisher : Bug Byte
Address : Victory House,
Leicester Place, London
WC2H 7NB.
R.R.P. : £2.99
Game Type : Arcade

3 games for the price of one eh! a mini-compilation from Bug Byte But are they up to standard or is it a cover up.

Many compilations usually try to pull the wool over Joe public by hiding low quality games in among some reasonable ones. For a price tag of £2.99 though what sort of games do we actually get?

Destructor.

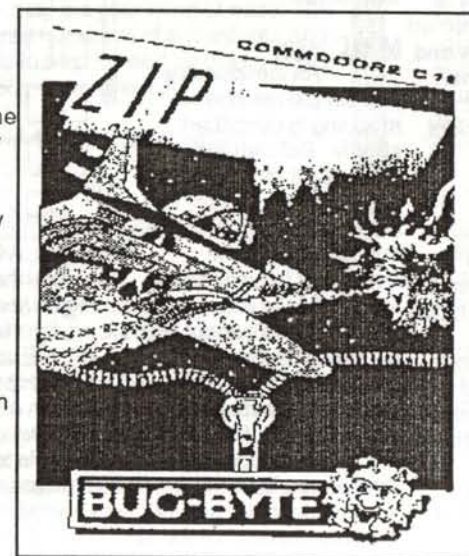
As Captain of the Mark II Destructor ship, which is the last of its kind, your task is to defend the Earth from invasion. The Evil Metanoid ship is protected by a Neutron field and this

must be penetrated some 10 times before it will be destroyed. The Metanoids have come to turn Earth into space dust. The Inlay tells you very little about the game but once its loaded you get a chance to read the instructions if you so desire. To say that the game is fast would be the understatement of the year it flows at an incredible speed. The screen is set like this, the Metanoid

ship is at the top of the screen and you are at the bottom. He rushes from side to side dropping a hail of bombs which you must avoid, it was all too fast for me.

Quick reactions are a must, or the Earth will be dust as it was when I had a go. Not a bad effort on the whole.

Transection.



Your planet has a supply of a precious substance known as C-2056. You find that it is at a low level and your task is to replenish it. The nearest depot has been taken over by rebellious forces. The C-2056 is in a complex that is heavily guarded. You start in the midst of the complex and have to move around the screen avoiding the guards and collecting as much of the

substance as is possible. The instructions tell you that hesitation means death!

A good eye is needed if you are to gain enough of the C-2056 mixture, again the play is fast and as with the other game I'm afraid my lot back at the ranch must have died, I've been away that long.

Asteroid Belt.

This one is a stormer, I was really into it and the gameplay was addictive. The play is simple enough, all you have to do is guide your craft through the never ending Asteroid Belt. Your craft is equipped with 3 shields which when activated will give you some protection for a while. Once you have used all three shields all you can do is a Frank Bruno dodge-em weave-em Harry.

I thought the speed of the game was just about perfect unfortunately for joystick fans this is a keyboard only game.

Zip The Scores

Graphics 69%
Playability 73%
Addictiveness 69%
Lastability 71%
Value For Money 69%
H & D Rating 69%

Adventuring with the Phoenix

Welcome to the monthly Phoenix column. Over the coming month a series of articles will be written covering the various aspects of adventuring, including map making, vocabulary and object uses.

To commence, it is essential to maintain a record of your progress in a tidy and readily accessible manner. For this reason, this first article deals with the task of mapping an adventure.

Mapping

It is essential to devise a system of map sheets that will also allow you to record, at the minimum, the following:

- a/ exact location
- b/ objects found
- c/ characters met
- d/ choice of direction from each location

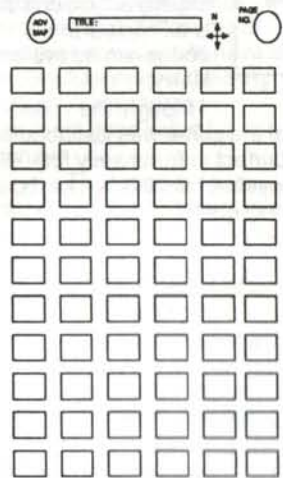


FIGURE 1

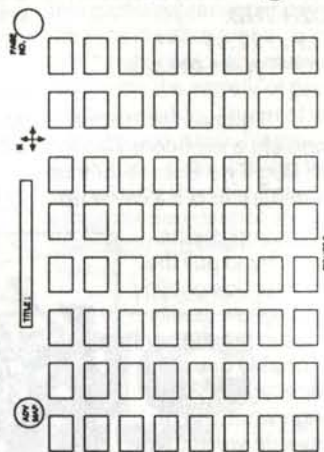
- e/ "conditional" commands
- f/ compass heading
- g/ sheet numbering
- h/ random elements

Map Design

An inexpensive and simple method of mapping is described shortly. Beforehand, however, it must be appreciated that very few adventures give a hint to the player as to the number of locations to be found. Whilst it is reasonable to expect that a 'LEVEL 9' adventure will offer in excess of 190 locations, the majority fall within the 75 - 125 range.

Indeed, many adventures have very few locations with many more problems, but this by no means implies that the 'larger' adventure is short of puzzles!! Experience will tell you what to expect from a particular software 'brand' or writer. As a point of interest, the shortest ever adventure I have come across consisted of FIVE locations!!

To help you in forming a map system I have designed a basic sheet which will provide for all the needs listed a/ to h/ previously. I use two



designs, A4 size, one 'vertical' and the other 'horizontal'. The two designs are shown in reduced form, figures 1 and 2.

Enough space should be left around the edges to allow the insertion of sheet 'markers' - indicating adjoining sheets. It is advisable to carefully draw the two master sheets and photocopy a supply for actual use.

Each sheet should be uniquely numbered or lettered for identification during play. It is difficult to say where to insert your first location but a general rule is to start as near to the centre, of the horizontal blank sheet, as possible. This can be adjusted as the layout of the adventure becomes clearer.

a/ Exact Location

Insert a brief title of the location. At first, in some adventures, they may all seem alike but invariably all descriptions differ slightly, i.e. "ROCKY PLAIN", "ROCK STREWN PLAIN".

PHOENIX EMERGENCY LINE

ONLY FOR USE BY H & D READERS

ONLY TO BE USED SATURDAY AND SUNDAY BETWEEN 6PM-12 MIDNIGHT
Please keep to these times as otherwise we may have to suspend the service.

If you have any problems with an adventure then a call to the Phoenix may put your mind at ease. The Phoenix has covered hundreds of adventures and even if he is unable to help himself he will try to put you in touch with someone who will.

Telephone: 0785 42660 (but remember only between the times shown above)

Desert, forest, jungle and cave tunnel locations are sometimes deliberately included to confuse you, in the form of a maze, and will thus have the same location description. Look carefully though, as even these may have very minute differences in the wording or the graphics i.e., TWISTY LITTLE PASSAGES - TWISTING LITTLE PASSAGES, etc. Mazes will be discussed more fully in a later article, so don't dwell on them at this stage.

b/ Objects Found

Carefully write in each location box any particular objects found. Enclose this in brackets so as not to get confused with the location description when you come to look at your map again sometime later. Try not to fill the box with useless

items, cut out only those which actually play a useful part in your quest, unless it helps you to differentiate between similar location descriptions.

Of course some objects do not appear until you carry out a particular task beforehand. An example of this is a knife hidden in a drawer (or behind it!). In these cases also note the drawer (or table containing the drawer) so you remember that there is something hidden in this location.

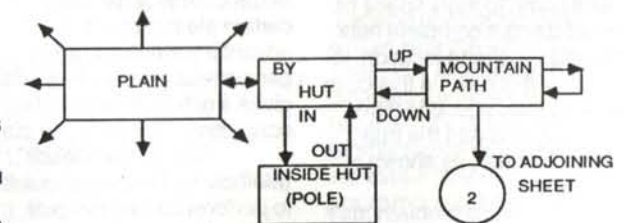


FIGURE 3

c/ Characters Met

As b/ but bear in mind that some characters are there to kill you, or otherwise impede your progress, so try to avoid that location next time until you have the necessary weapons or other items to overcome them. There may also be another route by which you can avoid a particular character. Finally, be prepared for the 'random appearances'. These usually occur within a given area of the adventure so mark the boxes within that area with a small star and add a note on your map sheet.

d/ Choice Of Direction From Each Location

Indicate every possible exit from each location, NORTH, SOUTH, EAST, WEST, NORTHWEST, NORTHEAST, SOUTHWEST, SOUTHEAST, UP, DOWN, IN and OUT as shown in figure 3.

After entering a directional command, try moving in the opposite direction to ensure that you return to your original location. If you don't, however, carefully note where this takes you. It may be true that you really stay put in your original location

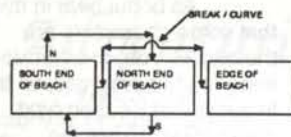


FIGURE 4

when it only 'appears' that you have moved. Check the location description carefully and also the exit options, and if this is so, then mark it as at A in figure 3.

A number of adventures have 'one-way' routes so be careful! Also, beware the inescapable 'dead end trap'!! Show also where the map is continued on a further sheet.

e/ "Conditional" Commands

You may be prevented from progressing in a particular direction until you have the necessary objects or have performed a specific task. A conditional exit should be indicated in a broken or dotted line. Also any precise wording necessary, i.e. "GO ENTRANCE".

f/ Compass Heading

Your "master" sheets should include a simple compass sign and your location directions should comply with this. It may be necessary, to save space or avoid using a complete new sheet for just one location, to disobey this rule. In this case, always start your direction correctly and add the true direction letter, as shown in figure 4.

A small problem may arise in using this method, where a further location is, to use the example, directly

East. You can bypass the location you have drawn, as shown. To keep things tidy always 'break/curve' a route when one crosses another, as shown. A complex map can be easily condensed within a small area, this way, yet still remain clear to the eye.

g/ Sheet Numbering

Simply number, or letter, your map sheets in sequence. Show exactly where a direction leaves one sheet, and where it joins another. If however, you are taken to a distant part of the adventure, then indicate which sheet you will progress to. Similarly on the "new" sheet show where you came from. Try to keep the directions in a "true" line, i.e. NORTH in this example.

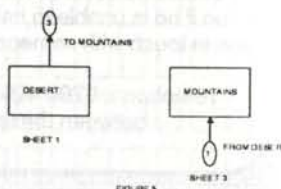


FIGURE 5

Now further help on completing your adventure, that is the items found and the use or uses to which they may be put. You should bear in mind the following:

a) The "first" use for an object that comes to mind may not necessarily be the correct one for your particular adventure. An excellent example of this can be found in 'The Boggit' where the main purpose of the sword is as a light source! (insert batteries into sword!!) Table 1 refers.

b) An item may have more than one use. For example a plank may be primarily used to cross a chasm or pit, but ultimately may be required as a weapon or as a component part of something you have yet to construct.

c) An item may be little use on it's own, but

individually. Don't despair! They are all solvable!!

Future specific adventure explorations with The Phoenix will incorporate this mapping system, so you can put what you have learnt to practice. Maybe you have some ideas of your own - this system is offered as a basic guide to be expanded or adjusted to suit individual requirements.

OBJECT	PRIME USE	OTHER POSSIBILITIES
SWORD	WEAPON	LIGHT SOURCE, TRADE ITEM, GIFT, INSERTION, KEY, CUTTER.
STICK/ROD POLE	WAND CLIMBING AID	KEY, WEAPON, TREASURE, SPLINT. BRIDGE, WEAPON, VAULTING, SLIDING ROWING.
CHEST	TREASURE CONTAINER CONTAINER	STANDING ON, ENTERING, FLOATING ON, KICKING.
BASKET		TRADE ITEM, LIFTING OR HIDING SEVERAL SMALLER OBJECTS.
TORCH STAFF JEWEL	LIGHT SOURCE WEAPON TREASURE	BURNING, WEAPON, IGNITION. WAND, KEY, TREASURE, MAGIC ITEM.
AXE ROPE	WEAPON CLIMBING	TRADE ITEM, KEY, INSERT, WEAPON WHEN COMBINED WITH MAGIC.
PAPER	READING	CUTTING, CHOPPING, TREASURE. SECURING, THROWING, ENTANGLING JOINING.
KNIFE	WEAPON	BURNING, PARCELLING UP, WRITING ON SHOWING, FOLDING, AND, UNFOLDING.
ROCK	WEAPON	CUTTING, SHARPENING, INSERTING PRISING, TREASURE, THROWING.
BOTTLE	LIQUID CONTAINER (NOT ONLY FOR WATER) CONNECTION	TURNING, PULLING, PUSHING TO REVEAL HIDDEN ACCESS AND INSERTING AS A KEY.
TUBE		FOCUS LIGHT, WEAPON, MIXER TRADE ITEM.
PIPE	AS TUBE	AIR/LIQUID SUPPLY, SECURING, ENTERING TRADE ITEM.
		FIT, FIX, BLOW, ATTACH, BEND, INSERT PLAY.

TABLE 1

combined with another may become useful. An example of this is in 'Journey to the Centre of Eddie Smith's Head' (I love short titles!!) where you will find a PIECE OF STRING and a WATCH. They are of little use individually BUT when you then TIE STRING you have made yourself a PENDULUM! You can now practice the art of hypnotism!! Table 2 refers.

d) Certain items perform little else but CONTAIN objects. The underlying point being made here is that by placing objects in these CONTAINERS may allow you to carry more items around with you. It is also a convenient way of HIDING whatever you are carrying.

Ways of carrying more objects (with examples)

1. Eating pills or drinking a potion to become stronger (Return to Eden)
2. Wearing braces (Red Moon)
3. Wearing a special belt (Dungeon Adventure)
4. Giving surplus objects to your companions (Kentilla)
5. Obtaining a special container (Twin Kingdom Valley)
6. Wearing clothing or footwear so you don't actually CARRY it.

Types of container

1. Bucket
2. Holdall
3. Bag
4. Backpack
5. Case

6. Box
7. Flask
8. Sack

e) Always input the FULL word when playing an adventure. It is a known fact that the majority of 'quilled' games will accept the first FEW letters of a word but this is certainly not the case with a lot of other adventures. A present example of this is "Legend of Apache Gold" written with the aid of G.A.C. There is a situation in this adventure where you are required to THROW NOOSE. Simply typing in THRO NOOS will evoke little response! You are carrying out the correct procedure but the program won't allow you. It doesn't

always pay to be lazy!!

The following table sets out some possible uses for the objects you may come across as you explore your adventure.

ALL the possibilities in **TABLE 1** have been incorporated in several commercially available adventures, at one time or another!!

There are many, many more items and their uses that come to mind and the list is only an example of SOME of the types of uses you may have to put your items to. Now let's have a look at some "combinations", some not quite so obvious!!

Again with **TABLE 2**, these examples are taken

from actual adventures.

FINDING THE OBJECTS

In the main, objects are just lying around for you to collect. Always **SEARCH** and **EXAMINE** locations when you enter them for the first time. Another command to use is **LOOK** or **LOOK AROUND**. Objects may be discreetly hidden or require a certain task to be performed beforehand. Don't take it for granted that just because you are unable to enter a trapdoor or chest that it is locked. It may just require "opening". On the other hand it may be a trap!

List carefully ALL the objects you have found and **EXAMINE** them all - it may provide you

with a clue as to their use.

Other items may be given to you in reward for your services or in exchange for objects you already carry. Always **READ** or **EXAMINE** signs and notices you may come across. These usually provide you with a clue as to where to leave certain objects, especially treasures. The same is true in relation to **SCROLLS**, **PARCHMENTS** and **NOTES**. These latter items usually provide you with specific 'magic' words, strange directions or even the ingredients for even stranger brews!!

It is a good idea to find a suitable location to safely leave the majority of your objects until you require them.

OBJECT	COMBINED WITH	RESULT
STICK/POLE	RAG/CLOTH	FLAG
BOTTLE	TUBE AND MASK	BREATHING FACILITIES
PLANK	BARREL	SEE-SAW
ROD	STRING/CORD	WHIP OR BLOW
DOOR	POLE AND SHEET	RAFT
BAMBOO	BERRIES OR STONES	BLOWPIPE
HOLLOW TREE	GUNPOWDER/ROCKS	CANNON
BRANCH	RAG/TAR	TORCH
LOG	POLE	LEVER OR BOLT
BROOM HANDLE	RUBBER SUCTION CUP	PLUNGER
BROKEN GLASS	LIGHT SOURCE	IGNITER
HELMET	CORD OR CHAIN	BUCKET
CHAIRLEG	BALL OR STRING	SPLINT
ANCHOR	ROPE	GRAPPLING HOOK
ROPE	PLANKS	BRIDGE

TABLE 2

Cont. on page 25

Game Playing Hints

Aaron Gale

provides the following pokes.

BOARDER

1 A = 1000
 2 READ:IFB:-
 1THENSYS56904:SYS1000:
 GOTO 11
 3 POKEA,B:A=A+1
 4 GOTO 2
 5 DATA169,86,162,39,
 160,0,157,0,12,157,0,
 8,157,192,15,157,192,
 11,202
 6 DATA208,241,141,0,
 12,141,0,8,141,192,15,
 141,192,11,162,240
 7 DATA157,0,12,157,0,8,
 157,39,12,157,39,8,157,
 240,12,157,240,8,157,23,
 13,157,23,9
 8 DATA157,224,13,157,
 224,9,157,7,14,157,7
 10,157,208,14
 9 DATA157,20,8,10,157,
 247,14,157,247,10,141,0,
 57,138,56,233,40,170,173,
 0,57,224,0
 10 DATA208,193,96,-1
 11 END

All you have to do is type it in and run it. To return to normal screen size press Clear/Home twice.

Bomb Jack

1. Press Reset/ Run Stop
 2. Type >1600 60 (Return)
 3 G31D1 (Return)
 Sorry I can't remember what this does, but it is something good.

Xcellor 8

1. Press Reset/ Run Stop, then type X
 2. Poke 5229,96: Allows you to buy anything and not have any money.
 3. Poke 13830,96: for infinite fuel.
 4. Poke 5809,96: freezes runners
 5. Poke 12985,255: Poke 8062,255: Gives you 255 Dollars for each runner in the Bank.
 6 SYS12989

Spikey Harold

1. Load: When Novaload appears Press Reset/ Run Stop. Type X Return.
 2. Poke 407,251: Poke 408,15: Poke 4091,169: Poke 4092,96: Poke 4093,141: Poke 4094,232: Poke 4095,33
 3. SYS320
 To stop creatures killing Spikey.

Guzzler

1. Press Reset/ Run Stop
 2. Enter everything as you read it.
 3 2341 EA EA EA (Return): for infinite lives
 4. For infinite bombs change the above 2341 to 1934
 5. ID21 60 (Return): to freeze Froblies.
 6. for no Froblies change the above ID21 to 2085
 7. G2700: to restart game
 8. When game finishes wait

twenty seconds then press Shift/CLR Home and type G2700 to start game.

Auriga

1. Poke 7686,X:(X= lives (0-255))
 2. Poke 8113, 234: 8114,234: Poke 8115,234: Infinite lives
 3 Sys12032
 4 If it does not start Reset and enter SYS12032 again.

Bubble Trouble

1. Poke 11984,X: ((X = lives) 0-255)
 2. Poke 7030,234
 7031,234
 7032,234 Infinite lives
 3. Poke 12800,96: No little black spots
 4. Poke 7442,96: Poke 7489,96: stop black nasties killing
 5. Poke 7536,96: Stop the thing that comes down the screen from killing you
 6. SYS5632

Zodiac

1. Poke 7847,X: ((x = lives) 0-255)
 2. SYS7748

Graham Vassie

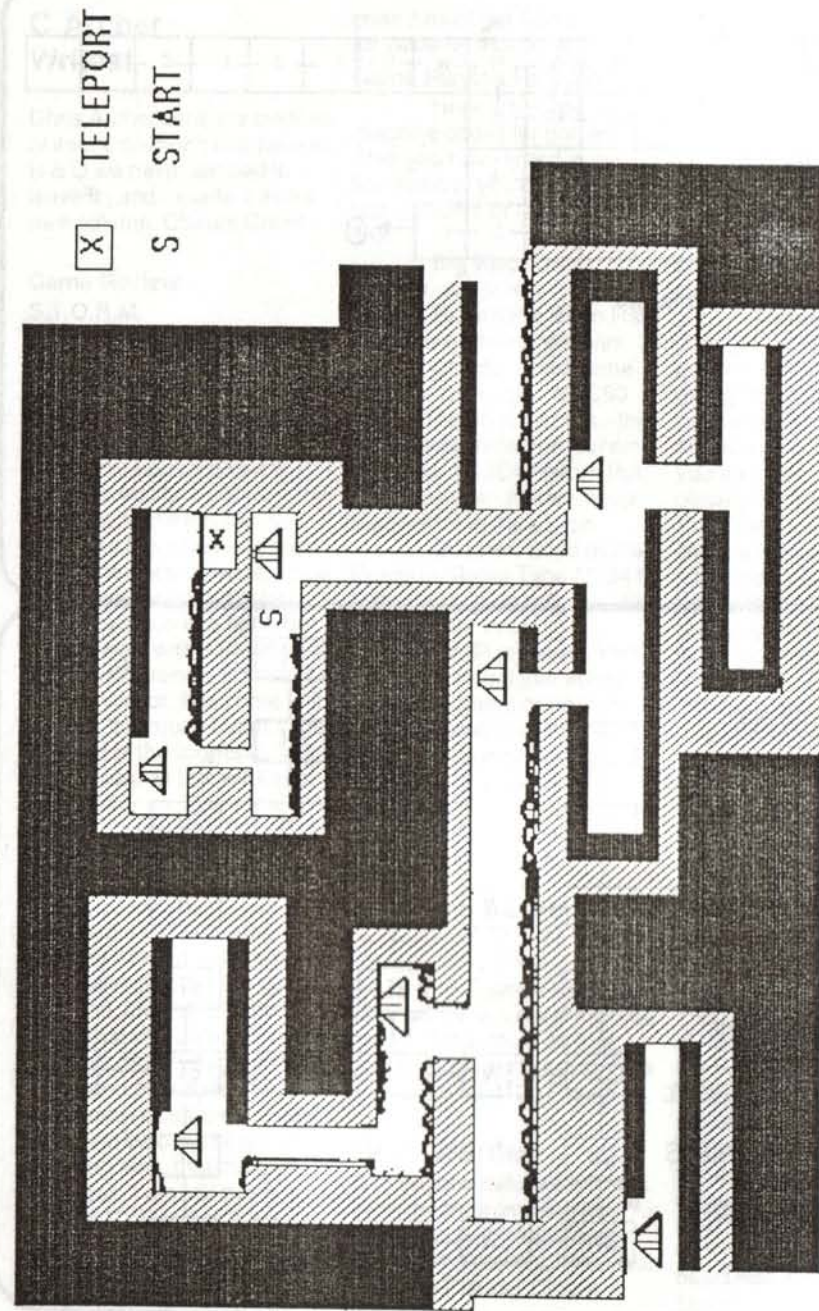
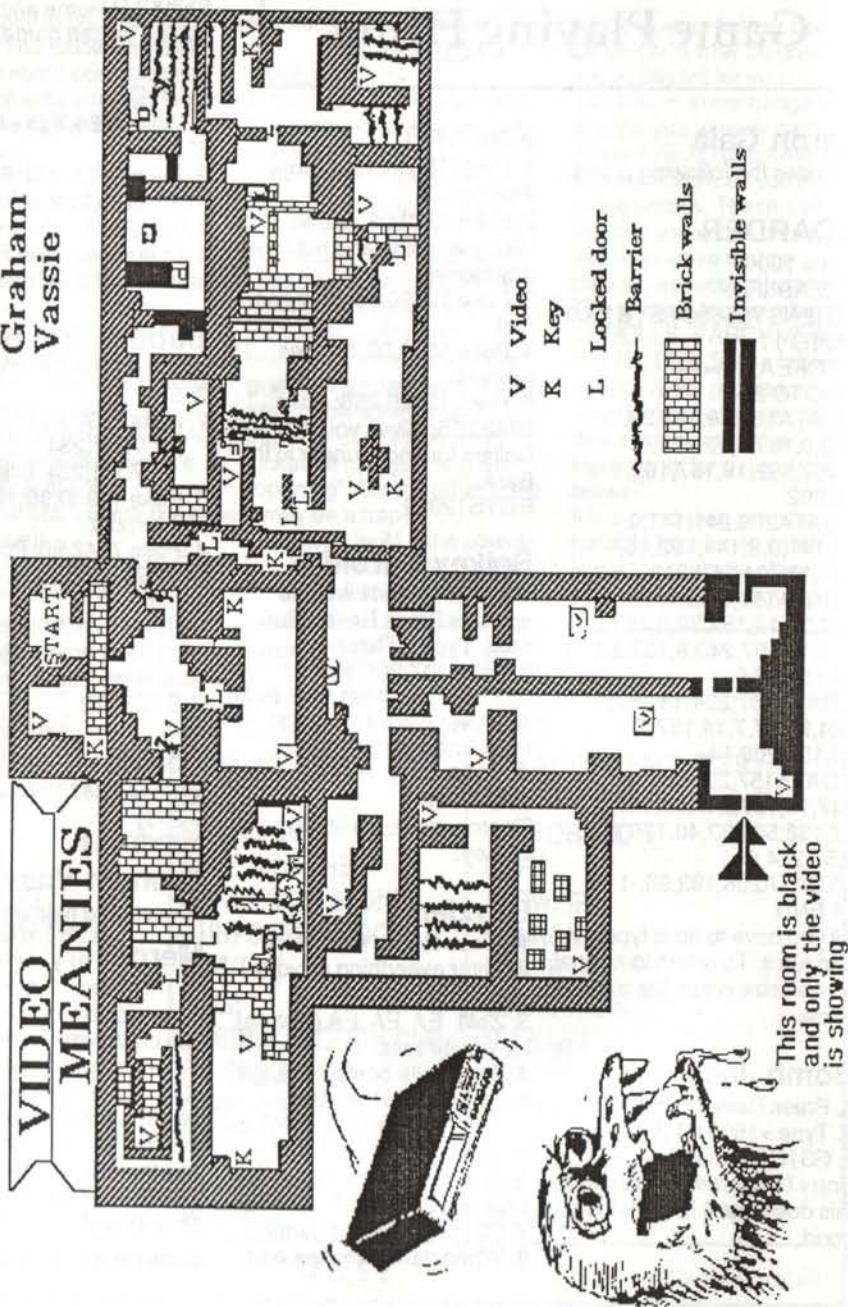
offers some help on

Mercenary

When fighting an enemy ship land and leave the craft. Move a safe distance away from your ship. The enemy will eventually fire at you, but this has no effect on you and the ship will then leave. This then allows the player to re-board the craft and continue with the game.

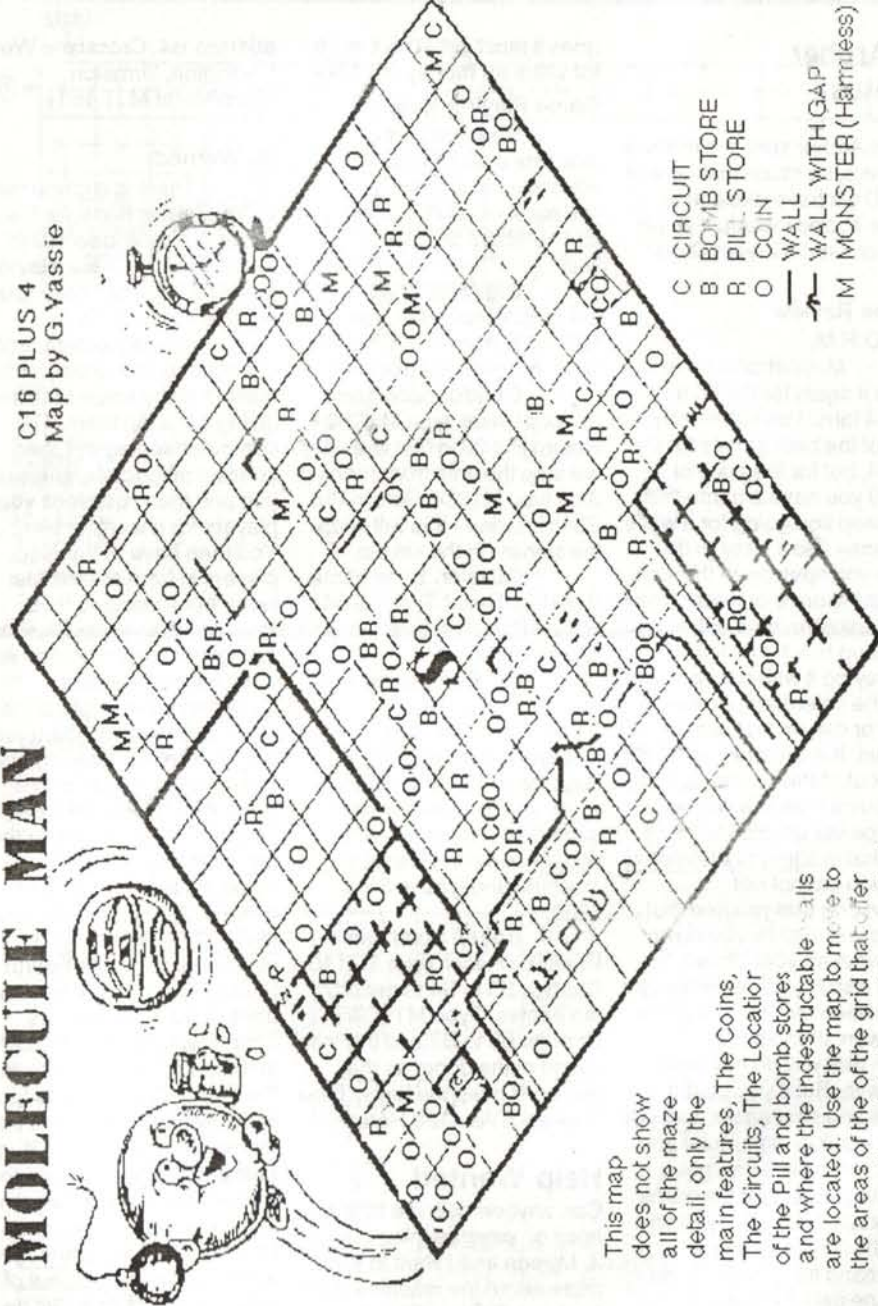
C16 + 4

Map by
Graham
Vassie



MOLECULE MAN

C16 PLUS 4
Map by G.Yassie



This map does not show all of the maze detail, only the main features, The Coins, The Circuits, The Location of the Pill and bomb stores and where the indestructible walls are located. Use the map to move to the areas of the of the grid that offer coins or other objects. Avoid areas that are empty.

C CIRCUIT
B BOMB STORE
R PILL STORE
O COIN
M WALL WITH GAP
M MONSTER (Harmless)

PETER CLARKE

WARD of London
supplied the following game help:

Mr. Puniverse

keys :- P = Pause game
D = kills life

Rockman

(*) Key pauses the game

Tutti Frutti

(for keyboard owners)
A = Up
Z = Down
3 = left
4 = right
F3 = Fire

Way of the Tiger

Press Commodore key to abort game.

Kung Fu Kid

Press Commodore key to abort game. Press S to start.

Video Meanies

Press D to abort game.

Ninja Master

Load the game, then press (Run/stop and Reset)

to get to Monitor. Then type G2500 and press Return. Wait 15 seconds and press Fire. This tip only helps the second test 'Karate Chop'.

When you have got to the second test, instead of moving the Joystick just press CTRL 1 and 2 at the same time for 20 seconds; this gives a high of 3200 points. This saves many hurt hands and a new joystick.

A Very big thank you to all who contributed the hints and pokes.

Title : PANIC PENGUIN
Publisher : Midas
Address : Midas
Marketing, 35, West Hill,
Dartford, Kent, DA1 2EL.
R.R.P. : £2.99
Game Type : Arcade

John and I have been asked to review a number of games on the C16/4. John as you may well know is our C16 Fanatic, where as I at present am open to offers. Percy the Panicking Penguin is first under the hammer. Stand up please if you have heard of Pac-man. (All except the old lady at the back), What about Boulderdash?

The reason for the questions is quite simple really, this game is similar in style. You take the part of a flumpy looking Penguin with the aim being to keep alive as long as possible.

You get the impression Percy is fat and 'luvable', but with the amount of Ice blocks he has to move about I don't know how he can be!

Percy must survive each level for approximately 2 minutes before progressing to the next.

The game begins with the 'flumpy' Penguin in a box-like enclosure, with 4 yellow monsters to deal with. Bonus points will be gained if you clear the screen within the first 60 seconds. Percy has a hidden hoard of diamonds and being a Penguin, he keeps them hidden by re-arranging Ice blocks.

The monsters can also be squashed with the Ice blocks. To achieve this crushing of the opposition Percy must 'push' the Ice blocks at the monsters. Percy himself seems at times slow to re-act to the joystick control commands, but I'll put this down to the lethargic impression I received from the Inlay. As I mentioned before if you manage to survive for the 2 minutes you automatically go forward to the next level where you are greeted by an even bigger army of monsters.

For an overall impression I'll go for a pretty good game along the Pac-Man line, the 'little' C16 +4 is not as little as I had at first thought,

The Programmers have made a good job of the graphics and at £2.99 it is quite possible that it will be a hit among C16/4 owners.

Panic Penguin The Scores
Graphics 71%
Playability 79%
Addictiveness 70%
Lastability 70%
Value For Money 80%
H & D Rating 80%

Title :
DIZASTERBLASTER
Publisher : Americana
Software
Address : Units 2/3,
Holford Way, Holford,
Birmingham B6 7AX.
R.R.P. : £2.99
Game Type : Arcade

Space Invader fans beware we've found a good-un. I'm the H & D Squadron leader for the C16 + 4 battleship. The names John I've been involved for quite some time with reviews for this machine and although like most machines we get some bad games we get a few good ones as well.

Dizasterblaster as its name suggests belongs to the fast old fashioned, but none the less exciting, shoot-em-up club. Doves of Aliens attack in formation packs and according to the inlay there are over 250 different screens. I say according to the inlay because I did not actually get through the whole game, it helps if you can keep an eye on your fuel meter as it seems to drain away very quickly. To fully re-fuel is not an easy task either, you must dock with the mother ship whilst still defending the Earth from the seemingly never

ending swarm of invaders. If you fail in this task (the re-fuelling of your craft) all is not lost fireballs soar down and if you can guide your craft into a collision with one you will gain extra fuel, although not much!

The points score moves at a rapid pace, bringing down an Alien can notch up anything between 50 and 600 points, this is determined by how, when and where you 'get' them. The fireballs as well as the extra

points will be added. The starting screens are easy, no I'm not bigheaded or even for that matter exceptionally good at shoot em' ups. I just found that the first screens were easy meat. You must survive for a certain amount of time before being allowed onto the next level.

The graphical presentation was good and my opinion is that it is at least on a par with the other Space Invader games of this type, and certainly worth a look at



fuel can gain between 90 and 180 points.

Then comes the inevitable bonuses. If you shoot the Aliens in order, you can score anything between 300 and 2500 points, the same amount of bonus points can be gained for shooting with economy, and finally for a successful docking with the mother ship a further 200

only £2.99.

Dizasterblaster the Scores

Graphics 65%
Playability 69%
Addictiveness 68%
Lastability 66%
Value for Money 69%
H & D Rating 67%

ADJUST	FIX	NIBBLE	SELECT	UNITE
APPLY	FLING	SIEZE	SEND	UNSEAL
ATTACH	FLOAT FLY	OPEN	SAY	UNLOCK
BEAT	FORCE	OFFER	START	UPEND
BIND	FREE	OVERTURN	SLAP	USE
BREAK	GET	OBSERVE	SHUTTER	UNDO
BRACE	GIVE	PLACE	SHAPE	VAULT
BLOW	GRASP	PINCH	SOAK	VIEW
BOLT	GRIND	PICK	SAND	VIOLATE
BLEND	HIT	POINT	SLIP	VARNISH
BOARD	HANDLE	PACK	SLIDE	VENTILATE
CUT	HANG	PARCEL	STEAL	WAVE
CLOSE	HITCH	PRISE	STRIP	WIND
CONNECT	HURL	POKE	SCRAPE	WET
CONSTRUCT	IMPLANT	PULL	SPRAY	WEAR
COMBINE	IGNITE	PUSH	SCRATCH	WAKE
CREATE	INVOKE	QUESTION	SCORE	WIPE
CARVE	INSERT	QUEUE	SPIN	WHIP
CAST CATCH	INFLATE	QUIVER	SPAN	WRENCH
CROSS	JUMP	QUOTE	SHOOT	X-RAY
CRACK	JOIN	ROLL	SWING	YANK
CRIMP	KINDLE	RIP	SQUEEZE	ZIP
DIRECT	KICK	REPAIR	SWIPE	ZAP
DIVERT	KNOT	REVEAL	SCAUSH	ZOOM
DIG	KNEAD	ROW	STAIN	
DETONATE	LAUNCH	RESET	TASTE	
DEMOLISH	LIFT	RATTLE	TOUCH	
DISPLACE	LET	READ	TIE	
DESCEND	LAND	REVERSE	TWIST	
DRIIP	LAY	RELEASE	TAKE	
DROP	LEVER	REPLACE	TRY	
DIVIDE	LOCK	STICK	TRIP	
DRAG	LIGHT	SEAL	TAP	
DRINK	MAKE	STAND	TUG	
DREDGE	MOULD	STOP	TURN	
EXCHANGE	MOVE	SECURE	TRADE	
EXTRACT	MEND	SMASH	THROW	
EXTRICATE	MIX	SHAKE	THRUST	
EXPLODE	MUZZLE	SET	UTILISE	
EMPLOY	MATE	SHUT	UNLEASH	
EXCAVATE	NET	STRIKE	UNTIE	
FIT	NOTE			
FOLD				
FASTEN				

TABLE 3

This will help you to find them again when you need them, as dropping them all over the place in exchange for other items will only serve to confuse the issue - unless you've got a good memory! Of course this cannot be avoided where you are unable to return to your previous locations for some reason. In this case lightly pencil in on your map the location of the dropped objects for future reference, should you find a way of returning. Try to resist the temptation of taking EVERY item as soon as you find it. Always explore until you meet a situation which prevents further progress, and then refer to your map for the list of objects already found.

Experiment with different objects and uses, and make a note of the effects where applicable, and also the response from the computer. A response such as "I can't do that, yet!" will indicate that you are on the right track and that it is POSSIBLE to overcome that particular problem. You may simply have the wrong object or need to performed a prior task. Be careful when DROPPING objects. Mirrors may smash, precious vases shatter unless you provide a cushion or pillow. Indeed you may not ever be able to DROP a mirror, so GIVE it! Try also LOOK and WAVE MIRROR. Finally, don't expect to be able to see things in the dark! The program may well allow

you to pass safely, but, without a lit lamp or torch, you could easily miss an object or important clue as to what to do next, or further on into the adventure.

Finally TABLE 3 is a list of words which may prove useful in putting your objects to work for you, together with a list of "special" words which apply to specific adventures.

The Phoenix is happy with the response to his telephone help-line, but would appreciate letters from you on any subject to do with adventuring. Write to: The Phoenix, C/O H & D Services, 1338, Ashton Old Road, Higher Openshaw, Manchester, M11 1JG.

Video World

By Andrew Harrison

Welcome to a new feature where I'll be taking a brief look at some of the new Video releases. Many of the Videos I look at will no doubt have obvious computer connections, others may just take the eye. Either way there is no doubting the obvious links between computers and Video. In the main, first class home entertainment. What better, to kick off the column, than with the latest Sci-fi chiller, recently available on certain computer formats.

Title: Aliens
Released by: CBS/FOX Video
Running Time: 137 minutes
Cert: 18
Release date: Before the end of April

At last we see the sequel to the 1979 horror Sci-Fi classic 'Alien' and, as before the movie stars Sigourney Weaver as the heroine. It is 57 years after the Alien attack on board the space freighter Nostromo, that killed all the crew except for one, Warrent Officer Ripley (Sigourney Weaver). She is found in suspended animation drifting in her escape shuttle, and is taken to a space station, orbiting earth. There she is interrogated by the company executive who refuses to believe the story of the Alien. Ripley is then horrified to discover that the very planet where the crew of

the Nostromo had discovered thousands of unhatched Alien eggs, is now being colonised. Then, when contact is lost with the planet, Ripley agrees to accompany a squad of marines to find out what has happened. When they arrive they find the sole survivor, a little girl called Newt, and discover that the base is inhabited by the Aliens. From then on Ripley and her companions face a terrifying fight for survival.

James Cameron, the Director of Aliens had a hard act to follow after Ridley Scott's 1979 shocker, but he makes a very good job of it indeed. After a necessarily slow beginning to establish what happened in the first film, it soon takes off, and provides a very strong storyline, connected, but separate from the original. In Alien Scott had a surprise in the appearance of the monster itself, and nobody who saw H. R. Giger's chilling creation is ever likely to forget it. Having been robbed of the element of surprise, Cameron still deploys his Alien(s) with great effect.

The special effects, military hardware, and alien landscape all give the film the reality on which the impact of the film depends. Aliens is a very worthy successor to Alien, and that is something very hard to find nowadays in sequels. So now it is up to you

to watch it, and decide if you agree with my conclusions.

That leads us from one chiller to another, again another sequel, but this time with no current computer connection.

Title: A Nightmare on Elm Street. Part 2: Freddy's Revenge.
Released by: Warner Home Video
Running Time: 85 Minutes
Cert: 18
Release Date: 24th April.

The Walsh Family have just moved into the house on Elm Street that the Thompsons fled from only 5 years before. Freddy, the burnt, disfigured child murderer, now haunts the dreams of 17 year old Jessie Walsh. This time Freddy decides that Jessie will kill for him (considerate man this Freddy isn't he). As the film progresses Jessie starts to change into Freddy every time that he wants to slice somebody into corned beef, with those sharp little finger knives.

As with the original, the film starts well, with three terrified teenagers trapped on a bus, rocking backwards on a very high, pointed rock, in the middle of a huge pit. Freddy is also on the bus, and is advancing on his victims cornered at the rear of the bus.

Robert Englund stars again as Freddy, and you have probably seen him in V as the friendly Alien in the resistance group of humans.

The film is directed by Jack Sholder, and not by the director of the original Elm Street, Wes Craven, whose other films include The Hills have Eyes, The Last House on

the Left, and Deadly Friend. My final conclusion is that it is a good sequel, but not one for the squeamish. Oh, by the way, if you think Freddy has gone now, you'd

be wrong, because Wes Craven is bringing him back in A Nightmare on Elm Street. Part 3. Dream Warriors.

That's it this month, no doubt I'll be back again in a future issue.

A Review of Ariolasoft's two tape Compilation

Title : VOIDRUNNER + HELLGATE
Publisher : Ariolasoft
Address : Ariolasoft UK Ltd., P.O. Box 461, London NW1 2ND.
R.R.P. : £6.95

Game Type : Arcade

Excellent, a two game tape of the highest class. First off the mark was Voidrunner and if you've ever been surfing then this games for you, its all about waves. You can start on whichever level you want to, well nearly. As soon as the title screen is

displayed you can select any one from sixteen levels. The easiest level is the YAK and the hardest level is the GNU. When you are ready to begin press the fire button.

You control four

independently firing ships during the early action, the ships cling together to form a cluster. The formation changes during the latter stages of play and the ships guns point in different



directions including behind and believe me that does come in very useful. Now for the Surfers out there here come the waves, there are thirty in all, oops! sorry about that, its waves of attackers or Aliens and all we have to do is blast them all away.

You are given a total of five lives in all and if your ship is

hit it will explode and you will lose a life. A strange thing happens at the end or finish of a wave. Your ship will explode, you will not lose a life though as it is merely a signal to say you have successfully completed a wave.

The maximum amount of lives you can hold at any one time is nine. The game is built around the planet Void, the Droids inhabit the planet and it was during a routine Scan that intense activity on the planets surface was noticed. You are part of a crack under cover team of pilots sent out on a mission to quell the impending Droid attack.

The music adds to the quick adrenaline flowing atmosphere, the graphics pull the game up even higher in the ratings and it is certainly a worthy half of the £6.95 asking price.

Title : HELLGATE

The old story line is still used sometimes I wish earth was called something else like the moon for example, but on the other hand that is possibly the only fault with the game that is if you can call it a fault. Wild Zyaxian Droids are heading for Earth.

Our scientists have predicted the time and the place where they will materialise from subpace.

The men from Zappo have built what they call a 'Hell-Gate' around this re-entry point and I've been assigned the duty of blasting the so

called Aliens at this gate before they can go any further.

The gate itself is made up of four tracks which in turn form themselves into a square. Laser cannons are at your disposal once they have materialised onto the tracks. You actually control the yellow cannons on the bottom and left hand tracks. There are a few rules to observe when using cannons. If you fire from a non-moving cannon it may over-heat. There is an over-heat status symbol displayed at the bottom of the screen if this turns to red then you must allow your cannon to cool

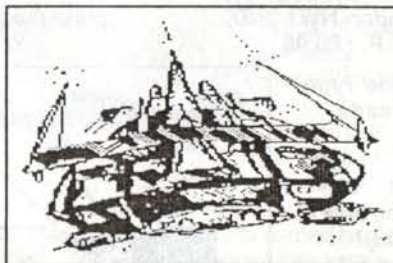
down. There are two ways that I know of to do this. One- keep the cannons on the move all the time, Two-stop firing, but you should never have to stop firing unless under exceptional circumstances.

There are numerous numbers of Aliens and watch out for the multiplying Aliens who need careful watching. Once you have blasted an Alien make sure he has gone, as some of the little perishers come back again only they have doubled in quantity! Goats, yes that's what I said Goats, these Meta Goats accidentally materialise towards the left of your Hell-

gate apparently scared by the noise they charge across the screen in an attempt to reach the safety of the other side.

If you can escort any of them across the screen you will receive an added bonus of some 5000 points and we all know what points make. The game is endless really! Level 20 if you get that far is endless, just simply hold out for as long as you can. Good players will achieve great scores especially if the goats are well looked after.

I've been told that there are a few invisible Droids but I don't believe that, because I've not seen one yet. The clues to a high score would be to keep your



cannons on the gate, as this is where most of the action takes place, keep them on the move so as that they don't overheat and be nice to the animals.

VOIDRUNNER + HELLGATE The Scores

Graphics 69%
Playability 79%
Addictiveness 80%
Lastability 74%
Value for Money 79%
H & D Rating 79%

Title : KONAMI'S COIN-OP HITS

Publisher : Imagine
Address : 6, Central
Street, Manchester.
R.R.P. : £9.95
Game Type : Arcade

Konami's Coin Op hits compiled by Imagine for the C16/+4 on the face of it look outstanding value for money. Take Yie Ar Kung Fu for example, this game was a single seller and priced at £7.95, it doesn't take a brain surgeon to work out that Green Beret, Hyper Sports and Ping Pong must have been produced for £2.00 sounds good eh! Here at H&D we review every game and the compilation on merit. So we'll start the ball rolling by fly-kicking our way through :-

Yie-Ar-Kung-Fu

The strolling hand to hand combat expert has to fight his way past many opponents in order to



complete his tasks. On the first few attempts I tended to knock hell out of the joystick rather than concentrate on what the opponent was actually doing and to be honest I got a little bored. To be fair though when I started

to plan my attack, and settled on a series of kicks and punches I found myself an equal to the computer aided opponent and subsequently got more enjoyment out of the game. The Game itself is a reasonable effort but the animation left a little to be desired.

Hyper

Sports

Being a sports minded person I enjoy this type of game play. Swimming is not however one of my strong points in real terms but I fancy breaking the world record in this simulation :

Swimming. I'm excited, the

joystick takes a left right battering. This enables the little swimmer to keep his swimming action going. Breathing as you can expect is the most important part, the word 'Breathe' appears at random on the screen when it happens the fire button must be pressed quickly. Breathing



at the wrong time causes your swimmer to stop and lose valuable time. Well what can I say but fantasmagorical.

Skeet-Shooting. The action here is a bit of a Glen-Doddle (oh! what a big head) I'm sorry but I thought it was easy. Skeets enter at pre-set times, and the sights of your gun rise to meet the skeets if the skeet is covered by the left hand sight the joystick must be moved to the left at that precise moment to score a hit. Its a similar story with the right. First time through I didn't hit a sausage (mind you there weren't any) this was quite simply because I failed to read the instructions and automatically pressed fire. Typical. The Graphics were of reasonable quality.

Archery. Robin Hood take a back seat please. I need

screen layout is perfect, the pool is laid out in lanes and the starters gun is up to the left side of the screen. Wait for the starters gun and then press fire to initiate the dive then its eat your heart out Adrian Moorehouse. The

simply a log book table an 'A' level in trigonometry and a bow and arrow. The target moves across the screen and you, judging wind speed and

direction have to hit it with your arrow. It not as hard as it seems but my arrow ended up in some funny places.

Triple jump. The inlay says it all in one word 'Co-ordination'. If you're like me, and you lack it then be prepared to go back and start all over again. The animation

is of a good quality but I'll have to concentrate more on when and where to push the fire button.

Weight lifting. 5' 6" and muscles like a wobbly chip the less said about this the better I've had a go and you should its all good fun.

Green Beret

Red Alert with this small screen platformed based playing area is a real

Rambo game. One man up against the odds. The animation is brill' and the aim

of the game is rescue prisoners. The joystick movements of the agent are out of this world, lying down or jumping to get out if the way



rules but in practise my game fell on its bottom. A better player than me would probably have a good game with it but I'll have to vote it a miss I'm afraid.

The four game compilation is great value for money in my opinion the

of the bullets. The screen is not packed and yet its large enough to hold a reasonable confrontation. Plenty of fist-cuffs action a good all action struggle.

Ping Pong.

I'm a little sad, I



(As a compilation not individually).

Graphics 88%
Playability 90%

Addictiveness 87%
Lastability 90%
Value For Money 84%
H&D Rating 88%

Konami's Coin-Op Hits the Scores

graphics throughout are a credit to the programmers time and effort. Yes the last game was a little iffy but it surely is a must, to add to your collection.

Title : Four Great Games Micro Value
Address : Unit 3, Addison Industrial Estate, Blaydon, Tyne and Wear, NE21 4TE.
R.R.P. : £3.99
Game Type : Arcade.

Micro Value (Tynesoft) have, according to the inlay, produced 'Four Great Games' for less than £1.00 each. I'll set it up and see if we are getting value for money. The first to come under Scrutiny is 3D Maze:-

3D Maze

To be honest its Pac Man with a difference. The Maze like playing area is the same, but to the left of the playing area is a fully blown up section of the maze where you are standing. So if I can get it into words correctly, You get a birds eye view of the playing area and you move around the screen in Pac man fashion collecting the dots as you clear the dots the screen changes to the next. An information chart is shown before the start of each new level this points out the number of enemies you're going to face and whether or not the character you portray is invisible or not.

The excitement for me came when looking at the blown up section of the maze you can look down a complete channel and then at the far end the monster appears. At first he is just a dot in the distance, then as he comes

nearer his smiling face is revealed I was so taken aback by it all a 'YUM' message came onto the screen and I realised that I'd just lost a life. I really enjoyed it although it did take me back down memory lane.

Apollo Rescue.

You start your mission on a planets surface and you are trying to recover the bits and pieces that when put together will make a spacecraft. What happened was that the spacecraft crash landed spilling parts here there and everywhere. You are equipped with a laser gun to bop the bouncing aliens. The action is fast, and quick reactions on the joystick are required. The task is made more difficult in that the pieces must be collected and then assembled in a certain order. There is a small amount of resemblance to JET PAK which was produced for the BBC and Spectrum Machines.

Gunslinger

Ever fancy yourself as a gun slinging outlaw, well now's your chance pardner. You are given six bullets and your task is to walk through town and bump off as many rowdy cowboys as you can. In the top right and left corners of the screen are arrows, they indicate which direction you should move to come across your nearest baddie. Should you need to reload your gun then you must make your way back to your horse, the

danger here is that you may have to run the gauntlet in order to do so.

The screen is neatly laid out and the music adds to the game. It took a while for me to learn the technique of how and where I should point my gun and needless to say Jessie James died a few times, but overall another enjoyable game.

U.S. Drag Racing.

Not my cup of tea I'm sorry to say. Drag racing requires patience fast keyboard action and a supercool outlook on life. I tried my best but could I master Pete Piston Could I 'eck.

You get a birds eye view of the grid. The two cars are dragged (joke there) on to the starting line, the 3 lights on the right in front of the cars flash, and when they change to green you rev up to your required speed, put it in gear and zoom away. To progress to the next phase you've got to beat Pete over 3 rounds. Well unfortunately I'm still trying now but at least I'm honest. I think its quite a good game but I just wish I could get my drag car going fast enough to actually win.

Overall impressions are good. The graphics are of a high standard, one thing to note though Tynesoft are re-releasing there 'old' games under a different label so don't be fooled by the Micro Value syndrome you may already have them. If you

COPYING HINTS

It is quite some time since we last mentioned an ever present problem that we and many other computer magazines are plagued with. It is becoming ever more evident that items that we print are being taken by a minority of readers, and then sent to one of the bigger monthly magazines and appearing under their name in a future issue. All items printed in our magazines belong to H & D and we resent the hard work of our contributors being ripped off by other people for their own ends. Likewise we don't want to receive material that has been printed in one of the other magazines. We simply do not have the resources to check everything that is sent in, so please don't steal other people's work and pass it on as your own, nor send us items printed elsewhere. Quite simply "DON'T DO IT!"

UTILITY REVIEW

Graham Vassie has been using the Trojan CAD Master Lightpen and offers the following comments. I have had the Trojan CAD Master Lightpen for some time, and at first I found it a bit strange to use, and the limitations of its sensitivity was at first annoying. But with use I have found it an excellent aid to drawing. Its many features combined with the vast range of colours available on the Plus 4 let the imagination run

wild.

It uses the multi-colour mode on the Plus 4 and is therefore better suited for drawings as opposed to technical diagrams. But this only means that the pictures can be very colourful and with planning and care the dreaded colour clash will not occur.

Some of the best features are the ability to copy areas of the screen and reproduce them in various

Readers Section

sizes, the use of pattern fills, which are very effective for shading, and the brush effects. It has the usual range of shapes and lines, but the best additional feature is the range of text sizes ie. small, double height, double width, and large.

The only problem I find is the saving time on tape is very long and it becomes a chore if during a drawing you have to save the picture half finished or take several copies. This major inconvenience has been solved by a friend of mine, Kevin Cave, who altered the Robtek Turbo Loader utility to speed load the hi-res pictures in a fraction of the time. Normally it would ruin the pictures as the program is stored in the same memory

locations as the hi-res screen. To sum up, an enjoyable graphics aid with many useful features for the Plus 4. There is a C16 version with the package, but it does not have all the features the +4 version has, eg. pattern fill, copy or text.

FOR SALE

Aaron Gale of 52
Cromwell Road, Polygon,
Southampton, SO1 2JF has
the following for sale.
Commodore 1551 Disk Drive

(Special C16/+4 only
D/D) new. Sell for only
£75.
Commodore MPS 803
Dotmatrix Printer. New.
Sell for only £75.
Also many C16/+4
games, all at half price.

For further
details either write or
telephone Aaron on
0703 334035.

Stephen Avis of 16
Queensway, Goham, Ely,
Cams CB7 5BX has the
following games for sale.
At £1.50 each.
Oblids, Fingers Malone,
Spectipede, Squirm, Finders
Keepers, One Man and his
Droid, Vegas Jackpot,
Runner, Booty, The Hulk, Tutti
Frutti, Hektik, Return of
Rockman, Street Olympics, ,
Bandits at Zero, Speed King,
Death Race 16, Hoppit, Climb
It, Suicide Run, Mission Mars,
Number Chaser, Harbour
Attack, Number Builder, Crazy
Golf, Meteorite, Quick Draw,
Cave Fighter, Formula 1
Simulator, Power Ball, Winter

NEWS

The good, the Bad and the ugly.

The good. We're going monthly. In a genuine effort on our part to expand into local shops, we at H & D are bringing this C16 Plus 4 handbook into line with our other six. The next stage will be a printed handbook with a hard cover. So please stay with us while we expand..

The bad Circulation of this mag is on the decline, but we Know it will pick up in the near future.

I can't think of anything ugly so I'll tell you next month.

Subscription Rates

The C16 Plus 4 Handbook is available at 3, 6 and 12 issue rates. All include P/P to your home.

3 issues £2.75

6 issues £5.00

12 issues £9.00

*Back issues of the Handbook are still available at £1.00 each
or 1 to 6 for £5.00.*

*The next Issue of this Handbook (No.10) will be available from
18th May 1987. Thank you.*

1338 - The Saga Continues Part 2

**Dateline: April,
Manchester - England -
The World - Space - The
final frontier, these are
the voyages of the.... (Oh!
shut up!)**

Never can so much activity have generated so little result. The office has been a veritable nerve centre of all the activities that one can associate with the Home Computer Industry. For instance the mailbags have been packed with orders from eager customers wishing to take advantage of our fabulous memorial tape offer, of the life and times of Gobble. Unfortunately we have had problems which all started when a well known Manchester Software House whilst offering a very handsome licensing agreement were insisting on sole rights to the name of Gobble for their product. Things may not have been too bad but it was then discovered that a small clause in Gobbles last will and testament stated that all monies should go towards a memorial statue of himself, that would be erected directly outside the offices. Mr H.

knowing that it was a silly idea had ignored this fact on the basis that the council would throw the scheme out. A major error on Mr H's part as Manchester City Council immediately formed a committee to look into the proposal. Mr H. realising that his shameful act would come out into the open abandoned the Gobble project and any thoughts of a licensing deal. We can only say to all who have wrote in for the tape, that we send our deepest apologies and we will be returning all the monies in the very near future.

Spring is upon us, although with the rain lashing down outside it is a bit hard to believe, but suddenly everyone in the office has become obsessed with Sport! Was it mans eternal urge to conquer the unknown whilst stretching his potential to the limit that had had this effect on all at H & D, or was someone putting something in the coffee, anyway it was Mr. D who was first to reveal his urges although at the outset the staff were just a little worried about the drawn haggard look he had taken on. No longer was he bouncing up the stairs in the morning, singing Vera Lynn songs, he just stumbled around the offices looking almost as decrepit as Mr H. Every movement caused considerable pain and yet strangely enough physically he began to get bulges where none had been before. Finally as Mr H. was dusting off the insurance policies the staff

finally plucked up the courage to ask Mr D. what the problem was. Percy agreed to enquire in his own subtle way as to his health, "Wots up mate, you look like death warmed up?". It finally came out that he had started to go 'Working Out' ie. Weight Training, which explained about the bulges. Mr D. is convinced that it's doing him good but meanwhile the staff look pitifully on whilst he attempts to lift his pen. Carl obviously upset about his masculinity being called to question has taken up karate, he made his decision after many hours of practice playing Uchi Mata on the computer. He was just a little upset when he went to his first session and discovered that karate wasn't the one where you can wrestle with other men, but all credit to him as he appears to have stuck it out and is now the proud owner of an off white belt. Percy being keen on Football and an avid Manchester City supporter (now there's a conundrum) has signed up for a local Sunday League team - Oldham Arthritic. He likes to be called an attacking winger, mainly because he runs the line with a flag, but one day the manager promises to let him play. He is though, the Secretary of the team and last week he was up before the league committee for bringing the game into disrepute, when he had refused to play a match as it was raining, and he didn't want the new kit he had just bought to get dirty. Even Mr H. has joined in and now parks

his car a good 50 yards from the office and jogs the rest of the way. Even on the first morning when he arrived, in a terrible condition, he insisted that he'd keep at it since it would be a shame to waste the £200 he'd spent on his pink designer gear.

Away from Sport, you obviously want to know what's been happening in the offices. Mr H. had recieved an office furniture catalogue and hastily ordered himself some Executive furniture. Mr D. convinced him that it would be just a little unfair on the staff if he was to get furniture without buying some for the office. Mr H. grudgingly agreed and also ordered 6 canteen tables and a couple of steel bins to keep the staff happy. Now all that was left for Mr D. to do was smuggle Mr H.'s furniture up to the Executive office without the staff seeing, a plan that was totally scotched when Mr H. went around showing all the staff pictures of his new furniture. To avoid a strike Mr D. reluctantly agreed to allow a day off, which happens to be Easter Sunday, but the staff seem to be happy with the arrangement.

New furniture meant a clear out and all the staff have been busy throwing out the rubbish. Percy was twice pulled out of the skip by Liz and spent most of the time hiding in a cabinet draw until it was all over. The clear out did unearth some long lost correspondence which included a review of Dark Sceptre, a hand written issue of Hints and Pokes No 1., and

a letter from Mr Long of Glasgow who wrote in June 1985. He should by now have received Issue 1. Despite this the problems of the disappearing files has continued. Liz has been still unable to explain this and Mr D. has been forced to give Liz a final warning. Liz remains adamant but Mr D. cannot risk the good name of the company and explained to the staff that he had been left no other option and if any more files were to go missing she would be sacked. So no files but certainly plenty of junk, even a whole pile of flash bulbs, and some rolls of film, obviously something to do with the last tenants. Anyway they've been sent to the local chemist for developing in the hope that this will reveal the rightful owner.

With our cleaner being a keen photographer it would have been nice to ask her to develop them but she appears to have fallen ill. It was all very sudden. One minute she was happy mopping the foyer, and singing "The Hills are Alive", the next she had been caught violently ill and had had to rush home. Even one of our customers was surprised at the time, he had parked his motorway patrol car outside whilst he got some information which had been driving his local station sargeant potty. I remember we'd dug up the solution and he was relaying the necessary commands over his radio back to his sargeant. At one point interference on the line had

caused him to shout one of the commands, "Get Bucket", at this there was an almighty racket and the last we saw of our cleaner was her dashing down the road, still clutching her mop and bucket. We hope she comes back soon because Joe has been taking some long lingering looks at his pinnie in the hope that he will be asked to clean up again. One piece of good news from our customer was that Robert who had been mithering Carl had been caught and is now back in the asylum. It was a great relief and Carl has been convinced that it was for the best and has been advised against visiting him.

Old age seems to be taking its effect on Mr H. who seems unable to remember things from one moment to the next, the staff are beginning to notice his senility and it is having a detrimental effect on morale. He will ask for something one minute and then when he is given it he denies all knowledge and tells you to take it away. To top it all he has even shaved off his beard, but has bought a false one, which he sometimes wears. Mr D. is trying not to get involved but has been consulting some Psychiatric text books in the hope of finding an explanation for his strange behaviour.

Overall things are getting just a little strange at H & D, and it appears whether unwell or not, Mr D. has his work cut out to keep the well oiled H & D organisation going over the next few tense months.